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1 [Negotiation on Data Allocation in Multi-Agent Environments](#)

[Rina Azoulay-Schwartz](#), [Sarit Kraus](#)

June **Autonomous Agents and Multi-Agent Systems**, Volume 5 Issue 2
2002

Publisher: Kluwer Academic Publishers

Full text available: [Publisher Site](#) Additional Information: [full citation](#), [abstract](#), [references](#), [cited by](#), [index terms](#)

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In this paper, we consider the problem of data allocation in environments of self-motivated servers, where information servers respond to queries from users. New data items arrive frequently and have to be allocated in the distributed system. The servers ...

2 [An investigation into the effects of Text-To-Speech voice and 3D avatars on the perception of presence and flow of live help in electronic commerce](#)

[Lingyun Qiu](#), [Izak Benbasat](#)

December **Transactions on Computer-Human Interaction (TOCHI)**, Volume 2005
12 Issue 4

Publisher: ACM [Request Permissions](#)

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Expansion and growth of online shopping has led many companies to provide real-time communications on their Web sites to facilitate human-to-human interaction between service representatives and customers. The current study analyzes the interface design ...

Keywords: Electronic commerce, avatar, customer relationship management (CRM), flow, live help, social presence, telepresence, text-to-speech

3 [Reviews](#)

[Staff](#)

March **Computer Music Journal** , Volume 25 Issue 1
2001

Publisher: MIT Press

Additional Information: [full citation](#)

Bibliometrics: Downloads (6 Weeks): n/a, Downloads (12 Months): n/a, Citation Count: 0

4 [Communications of the ACM: Volume 52 Issue 1](#)



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Publisher: ACM

Full text available: [Digital Edition](#) , Pdf (7.72 MB)

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5 [Virtual communities: A marketing perspective](#)

[Kristine de Valck](#), [Gerrit H. van Bruggen](#), [Berend Wierenga](#)

June 2009 **Decision Support Systems** , Volume 47 Issue 3

Publisher: Elsevier Science Publishers B. V.

Additional Information: [full citation](#), [abstract](#), [references](#)

Bibliometrics: Downloads (6 Weeks): n/a, Downloads (12 Months): n/a, Citation Count: 0

Increasingly, consumers interact through the Internet to share their knowledge, experiences, and opinions. Consequently, 'word-of-mouth' has become a significant market force that influences consumer decision-making. On the basis of extensive quantitative ...

Keywords: Consumer decision process, Interpersonal influence, Marketing, Netnography, Virtual communities of consumption, Virtual community members, Virtual community participation, Word-of-mouth

6 [Communications of the ACM: Volume 51 Issue 1](#)



January 2008 Communications of the ACM

Publisher: ACM

Full text available: [Digital Edition](#) , Pdf (5.97 MB)

Additional Information: [full citation](#), [index terms](#)

Bibliometrics: Downloads (6 Weeks): 331, Downloads (12 Months): 3374, Citation Count: 0

7 [Psychologically targeted persuasive advertising and product information in e-commerce](#)



[Timo Saari](#), [Niklas Ravaja](#), [Jari Laarni](#), [Marko Turpeinen](#), [Kari Kallinen](#)

March 2004 **ICEC '04: Proceedings of the 6th international conference on Electronic commerce**

Publisher: ACM

Full text available: Pdf (336.91 KB)

Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

Bibliometrics: Downloads (6 Weeks): 18, Downloads (12 Months): 231, Citation Count: 1

In this paper, we describe a framework for a personalization system to systematically induce desired emotion and attention related states and promote information processing in viewers of online advertising and e-commerce product information. Psychological ...

Keywords: advertising, e-commerce, personalization emotion, persuasion

8 [interactions: Volume 15 Issue 6](#)



November 2008

interactions

Publisher: ACM

Full text available: [Digital Edition](#) , [Pdf](#) (7.15 MB)

Additional Information: [full citation](#)

Bibliometrics: Downloads (6 Weeks): 79, Downloads (12 Months): 978, Citation Count: 0

9 [Stories in between: narratives and mediums @ play](#)

[Drew Davidson](#)

December 2008 Stories in between: narratives and mediums @ play

Publisher: ETC Press

Full text available: [Pdf](#) (8.41 MB)

Additional Information: [full citation](#)

Bibliometrics: Downloads (6 Weeks): 16, Downloads (12 Months): 57, Citation Count: 0

10 [Communications of the ACM: Volume 51 Issue 4](#)



April 2008

Communications of the ACM

Publisher: ACM

Full text available: [Digital Edition](#) , [Pdf](#) (4.24 MB)

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February 2008

Communications of the ACM

Publisher: ACM

Full text available: [Digital Edition](#) , [Pdf](#) (3.89 MB)

Additional Information: [full citation](#), [index terms](#)

Bibliometrics: Downloads (6 Weeks): 278, Downloads (12 Months): 2122, Citation Count: 0

12 [Bringing global sourcing into the classroom: experiential learning via software development project](#)



[Monica Adya](#), [Dhruv Nath](#), [Amit Malik](#), [Varadharajan Sridhar](#)

April 2007 **SIGMIS-CPR '07:** Proceedings of the 2007 ACM SIGMIS CPR conference on Computer personnel research: The global information technology workforce

Publisher: ACM [Request Permissions](#)

Full text available: [Pdf](#) (272.06 KB)

Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

Bibliometrics: Downloads (6 Weeks): 10, Downloads (12 Months): 86, Citation Count: 0

The growing trend in offshore software development has imposed new skills requirements on collaborating global partners. In the U.S. this has translated into skill sets that include communications, project management, business analysis, and team management. ...

Keywords: cultural differences, global communications, project management, success factors, time zone management, virtual teams

13 Synergy in action: when information systems and library services collaborate to create successful client-centered computing labs



Kim Todd, Lori Mardis, Patricia Wyatt

November
2005

SIGUCCS '05: Proceedings of the 33rd annual ACM SIGUCCS
conference on User services

Publisher: ACM [Request Permissions](#)

Full text available: Pdf (90.75 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

Bibliometrics: Downloads (6 Weeks): 4, Downloads (12 Months): 42, Citation Count: 0

Over the last two decades, institutions of higher education have frequently embraced the "One-Stop-Shopping" concept where information resources are concerned. If not outright merging, campus technology departments and library services have found themselves ...

Keywords: client-centered, collaboration, computing services, customer service, information commons, library

14 Instituting an institute: go for it!



Michael Giordano, Laurel Warren Trufant

November
2002

SIGUCCS '02: Proceedings of the 30th annual ACM SIGUCCS
conference on User services

Publisher: ACM [Request Permissions](#)

Full text available: Pdf (232.51 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [cited by](#), [index terms](#)

Bibliometrics: Downloads (6 Weeks): 1, Downloads (12 Months): 16, Citation Count: 1

The University of New Hampshire set out to inaugurate a Faculty Instructional Technology Summer Institute (FITSI) addressing the pedagogical principles that support the successful integration of instructional technology into teaching and learning. After ...

Keywords: design, educational technology, faculty development, institute, instructional technology, training


15 [The impact of personality on information technology team projects](#)



[Alan R. Peslak](#)

April 2006 **SIGMIS CPR '06**: Proceedings of the 2006 ACM SIGMIS CPR conference on computer personnel research: Forty four years of computer personnel research: achievements, challenges & the future

Publisher: ACM  [Request Permissions](#)

Full text available:  Pdf (93.25 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

Bibliometrics: Downloads (6 Weeks): 32, Downloads (12 Months): 293, Citation Count: 0

Information technology projects are almost always team efforts. Many factors influence the way that teams can successfully accomplish their objectives. One of these influences is the personality of the individual team members. This report explores some ...


Keywords: IT projects, IT success factors, personality, team processes, teams

16 [Meeting educational needs of the elderly in ICT: two exploratory case studies](#)



[Sergio Savago](#), [Patricia Santos](#), [Maite Gonzalez](#), [Miriam Arenas](#), [Laura López](#)
December 2007 **Crossroads**, Volume 14 Issue 2

Publisher: ACM  [Request Permissions](#)

Full text available:  Pdf (6.83 MB) Additional Information: [full citation](#), [references](#), [index terms](#)

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17 [Chromatic prototypes for information systems](#)



[Matthew McCool](#)

October 2007 **SIGDOC '07**: Proceedings of the 25th annual ACM international conference on Design of communication

Publisher: ACM  [Request Permissions](#)

Full text available:  Pdf (206.23 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

Bibliometrics: Downloads (6 Weeks): 3, Downloads (12 Months): 26, Citation Count: 0

Using color to thematically code sections within information systems has become a standard design principle. Although color is a good method for coding specific sections, a handful of prototypes appear especially useful for this task. This paper presents ...

Keywords: chromatic prototypes, color, information systems, neuropsychology

18 [Group interactions in a game engine class](#)



[Alex Pang](#)

February
2008

GDCSE '08: Proceedings of the 3rd international conference on Game development in computer science education

Publisher: ACM

Full text available: Pdf (2.30 MB)

Additional Information: [full citation](#), [abstract](#), [references](#)

Bibliometrics: Downloads (6 Weeks): 9, Downloads (12 Months): 35, Citation Count: 0

This paper shares our experience in the first two offerings of a Game Engine class at University of California Santa Cruz in the Spring and Fall 2007 quarters. These two quarters were drastically different from each other particularly in the number of ...

19 [Uncovering student values for hiring in the software industry](#)



[Donald Chinn](#), [Tammy Vandegrift](#)

January
2008

Journal on Educational Resources in Computing (JERIC) , Volume 7
Issue 4

Publisher: ACM

Full text available: Pdf (167.08 KB)

Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

Bibliometrics: Downloads (6 Weeks): 16, Downloads (12 Months): 138, Citation Count: 0

This article provides an analysis of student responses to an exercise used in a computer ethics and a software engineering course to raise awareness of issues related to hiring, including issues of professional responsibility and diversity. Students ...

Keywords: Ethics, diversity, hiring criteria

20 [From entry to access: how shareability comes about](#)



[Eva Hornecker](#), [Paul Marshall](#), [Yvonne Rogers](#)

August
2007

DPPI '07: Proceedings of the 2007 conference on Designing pleasurable products and interfaces

Publisher: ACM

Full text available: Pdf (862.89 KB)

Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)





Bibliometrics: Downloads (6 Weeks): 24, Downloads (12 Months): 247, Citation Count: 2

Shareability is a design principle that refers to how a system, interface, or device engages a group of collocated, co-present users in shared interactions around the same content (or the same object). This is broken down in terms of a set of components ...

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